

SIMUTEK

EXCEPTIONAL SOFTWARE THRU RESEARCH & IMAGINATION

PACKAGE ONE

GRAPHIC-TREK 2000

INVASION WORG1

STAR WARS

SPACE TARGET

SAUCERS

TRS-80
16K LEVEL II

COPYRIGHT(C) SIMUTEK 1979

I N T R O D U C T I O N

THANK YOU for buying SIMUTEK software. We're sure you'll enjoy all 5 of these excellent programs.

All these programs should CLOAD at approximately $5\frac{1}{2}$ to 6 VOLUMN. You know your cassettes and Computer's Idiosyncrasy, so try loading at a volumn that your basic programs load at properly.

If for some unknown reason you cannot CLOAD the programs try the B side of the cassette. We've taken the precaution to make 2 copies of each program for you.

If the programs will not load for any reason just return cassette to us within 30 days and we will send you a new cassette.

TURN PAGE FOR GAME INSTRUCTIONS.....

COPYRIGHT SIMUTEK 1979
NO PORTION OF EITHER THE TAPE OR TEXT
MAY BE REPRODUCED FOR ANY REASON WHAT
SO EVER WITHOUT THE EXPRESS PERMISSION
OF SIMUTEK.

GRAPHIC-TREK 2000

This program written by Michael A. Goriepy

We will begin by explaining the command console. (What you see on the screen). Letters tell you paragraph of explanation.

```
STARDATE      (A
CONDITION     (B
POWER         (C
QUADRANT      (D
SHIELDS       (E
TORPEDO       (F
KLINGONS      (G
DAYS LEFT     (H
*****
LONG RANGE SCAN
103   010   011
002   101   201   (I
005   206   005
```

- A) STARDATE: Tells you the present date of this mission in Federation time.
- B) CONDITION: GREEN tells you the quadrant is free of Klingons. RED tells you to beware of the Klingon menace!
- C) POWER: The present power supply available to the Enterprise. You will notice that power is consumed at all times. FACTORS AFFECTING POWER USE :
- 1) WARP DRIVE: Consumes most.
 - 2) IMPULSE DRIVE: Consumes less.
 - 3) NEUTRAL: Consumes least.
 - 4) PHASERS: BANK ONE USES 100
BANK TWO USES 200

POWER IS RESTORED WHEN YOU DOCK WITH A STARBASE. (STARBASES WILL ALSO FIX DAMAGES AND RESUPPLY YOU WITH TORPEDOES)

D) **QUADRANT:** The **GALAXY** is an array of 8x8 **QUADRANTS**. Outside the **GALAXY** is **UNCHARTED SPACE**. Layout of the **QUADRANTS** IN THE **GALAXY** IS AS FOLLOWS:

	1	2	3	4	5	6	7	8
1
2
3	.	.	x
4	y	.
5
6
7
8	z	.	.	.

X is at 3-3. Y is at 4-7. Z is at 8-5.

E) **SHIELDS:** Tells you the amount of power presently channelled to the ships protective shields.**FACTORS AFFECTING SHIELDS:**

1) **KLINGON HITS.** (DEPENDS ON THE POWER OF THEIR TORPEDOE.)

2) **DETONATION OF YOUR TORPEDOES TOO CLOSE TO ENTERPRISE, CAUSES ALL SHIELD POWER TO BE LOST!**

3) **OF COURSE YOU MAY CHANGE SHIELD POWER AT ANYTIME.** (SEE COMMAND "S")

F) **TORPEDOE:** NUMBER OF TORPEDOE IN STOCK. Tarpedae may be re-stocked at star-bases.

G) **KLINGONS:** The number of **KLINGON** bad guys ta be destroyed.

H) **DAYS LEFT:** The total amount af time you have remaining to destroy the **KLINGONS**. As in real life the clock is always ticking. Don't waste any time!

I) LONG RANGE SCANNER:

The LONG RANGE SCAN gives you constantly updated DATA as to the status of neighboring QUADRANTS. (YOU ARE LOCATED IN THE CENTER BLOCK ON NUMBERS)

Numbers above center block give you status of QUADRANT above Quadrant you presently occupy. Numbers to right of center give status of the Quadrant to the right of your QUADRANT.

COLUMN of number give you explicit information as to what occupies that QUADRANT.

COLUMNS		
#1	#2	#3
2	0	5

COLUMN 1; Tells you how many KLINGONS are in that quadrant. In illustration above there are two klingons.

COLUMN 2 : Tells you the number of starbases in Quadrant. In Illustration above there are none.

COLUMN 3: Tells you the number of stars in the QUADRANT.

LONG RANGE SCAN

102	010	205
005	002	106
104	209	113

In this example
The quad. you occupy has only 2 stars. The quad.

above you has no

KLINGONS, no stars and one starbase. The Quad below you has 2 KLINGONS, 9 stars and no starbases. The Quad. below you to the right has 1 KLINGON, 1 starbase and 3 stars. ETC.

USER COMMAND KEYS

Hitting the appropriate key at almost anytime during the game will cause the computer to execute that command. There is no need to use the ENTER key.

- | | | |
|------------------|-----------------|----------------------|
| 1) WARP DRIVE | "W" | DIRECTION CONTROL |
| 2) IMPULSE DRIVE | "I" | KEYS |
| 3) EXIT (STOP) | "E" | FOR WARP, IMPULSE |
| 4) SHIELDS | "S" | AND TORPEDOE CONTROL |
| 5) GALAXY MAP | "G" | UP "Z" |
| 6) PHASERS | "P" | DOWN "X" |
| 7) REPORT DAMAGE | "R" | RIGHT ">" |
| 8) DOCK | "D" | LEFT "<" |
| 9) TORPEDOE | " " (SPACE BAR) | |

- 1) WARP DRIVE "W": This is the fastest way to move in any direction. It's even faster than the speed of light! But of course you already knew that! To maneuver at warp speeds use the auxiliary control keys above.
- 2) IMPULSE DRIVE "I": To maneuver using Impulse, use the direction control keys above. Primary use of Impulse is for docking. Very few Humans that we know of can dock at Warp speed. Of course the Tritarions of Rotoris can do it easily!
- 3) EXIT (STOP) "E": This command is useful for remaining at a fixed position while firing at the enemy or for just trying to figure out what the dufus is going on.

-
- 4) SHIELDS "S": Shields are extremely important. Without shields enemy hits will do damage to your ship! To engage shields type "S". The computer will prompt with; "PERCENT OF POWER TO SHIELDS?? KEYS 0-9 (TIMES 10%)". This means that if you hit the "1" key 10 % of your power will be diverted to shields. "4" key will divert 40% of your power to shields. "8" key will divert 80% of your power etc.....

5) GALAXY MAP "G":

While you travel thru the Galaxy the computer aboard the Enterprise is keeping track of the information seen on the LONG RANGE SCAN. Should you have trouble remembering where that last starbase was; or where you have been previously in the galaxy just type in "G" to get a readout of the computers memory.

- 6) PHASERS "P": Phasers are used to damage or destroy Klingons. (HOPEFULLY DESTROY). The Phasers use a 2 part command. First type in "P". The computer will prompt you with; "PHASER BANK ONE OR PHASER BANK TWO". Merely type in either 1 or 2 to engage phasers. They are automatically aimed by the ships computer.
- 7) REPORT DAMAGE "R": Gives the order for the computer to display damage. A negative number indicates that that specific function of the ship is damaged. A zero after a ships function means it is in operation. (NOT DAMAGED)

-
- 8) DOCK "D": To dock with a starbase you must be in IMPULSE DRIVE. The starbase will not respond to the "D" order unless you are. Also any enemy ships in the quadrant will cause the starbase to refuse permission to dock.

If all the above conditions are right then the starbase will open it's bay doors and you will see a blinking lite. Manuever the ships nose to a position directly on the dot and you will have achieved a complete DOCK.

Be carefull not to smash into the Starbase, they may not allow you to dock!!

- 9) TORPEDOE = "(SPACE BAR): Firing a torpedoe requires 3 steps:

- 1) type in "(space bar). This fires torpedoe.
- 2) Use direction control keys to navigate the torpedoe to an enemy position.
- 3) When you are directly at the enemy position hit the space bar again to detonate torpedoe.

Torpedoe must be dead center of Klingon to score a kill.

ENJOY YOUR GRAPHIC-TREK 2000.....

COPYRIGHT (C) 1979 SIMUTEK

INVASION WORG

Because instructions are included in program text, we will just give you a short summation of commands.

Invasion Worg is a fast action game full of complicated strategys against You! BE CAREFULL. The sly Worg arn't to be trusted for a second!

Your mission, should you choose to accept it is to destroy the Worg menace at all fronts and to free the Solar System of the Nasty Worgs from Worga.

- 1) STATUS REPORT: GIVES STATUS OF A SPECIFIC PLANET.(YOUR STATUS)
- 2) TRANSPORT: TRANSPORT FORCES FROM ONE PLANET TO ANOTHER PLANET AND SECTOR.
- 3) INTELLIGENCE: GIVES YOU SHORT READOUT OF ALL ENEMY ROBOT AND ALLIED ANDROID POSITIONS, AS WELL AS TELL YOU IF THERE ARE ENEMY FORCES ON A GIVEN PLANET OR PLANETOID.
- 4) SPY MISSION: GIVES THE ORDER FOR A PLANET WITH 10 OR MORE SPACE FIGHTERS TO CONDUCT A SPY MISSION AT AN ENEMY POSITION. (NOT ALL SPY MISSIONS ARE SUCCESSFUL!).
- 5) ATTACK: GIVES THE ORDER TO BEGIN FIGHTING AT ALL FRONTS BOTH YOU AND THE ENEMY OCCUPY.
- 6) PRINTS OUT THESE INSTRUCTIONS.

NEXT PAGE FOR NUMERIC CODES.....

NUMERIC FORCES CODES

- 1) ANDROIDS
- 2) SPACE FIGHTERS
- 3) LASER CANNON
- 4) NUETRINO BLASTERS
- 5) PHOTON BOMBERS

NUMERIC SECTOR
CODES

- 1) NORTH
- 2) SOUTH
- 3) EAST
- 4) WEST

NUMERIC PLANET(OID) CODES

- | | |
|-------------------|------------------|
| 1) EARTH | 6) ASTEROID BETA |
| 2) LUNA | 7) URANUS |
| 3) VENUS | 8) SATURN |
| 4) MARS | 9) NEPTUNE |
| 5) ASTEROID ALPHA | 10) PLUTO |

E N J O Y

COPYRIGHT (C) SIMUTEK 1979

SPACE TARGET This is an exciting arcade type game. We suggest you start at level one and work your way up. (DON'T FORGET TO HIT SPACE BAR TO DETONATE YOUR MISSILE WHEN IT REACHES THE TARGET!!!)

Complete instructions in program.

SAUCERS In this game you are looking through the windshield of your space fighter and are trying to destroy the enemy saucers. When they are to your right you must fly to the right and try and get them in your sight. Once they're in your sights fire your LASER BEAM to destroy them.

The best level you can reach is EXPERT.
GOOD LUCK ACE.....

Further instructions in program text.

STAR WARS The object? To destroy the terrible DEATHSTAR! To do it you must kill 15 to 20 Empire fighters and then Combat the Dreaded fearful DARTH VADER!! When you've done all this you must still drop a torpedo into the Deathstar and still manage to escape. GOOD LUCK, YOU'LL NEED IT!
COMPLETE INSTRUCTIONS WITH PROGRAM.

THANK YOU FOR BUYING SIMUTEK PRODUCTS.

COPYRIGHT (C) SIMUTEK 1979

P.O. Box 35298

Tucson, AZ 85740

(602) 862-3948